SPARTAN GAMES ORIGINAL

COVENANT UNIT STATS, COMMANDER, & BATTLE GROUPS

A QUICK REFERENCE SHEET BY VINCENT GREGORY.

IDEAL FOR NEW PLAYERS. NO COMMUNITY UPDATES INCLUDED IN THIS DOCUMENT.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Grunts - Levies Unit	4	INF	1	80	6/9”	9/11	0	1	2

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12”/-	ALL	2	2	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	6”/-	ALL	2	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.
Fuel Rod Cannons	16”/-	ALL	2	5	1	**Devastating (ARM):** Gain +1 Firepower Rating shooting at Armoured Elements.

WEAPON UPGRADES	**Fuel Rod Cannons:** Up to 1 Element in the Unit may replace its existing weaponry to become Fuel Rod Cannons for an additional +15 points to the Unit’s Cost.
UNIT UPGRADES	**Warrior Upgrade:** Up to 1 Element in the Unit may upgrade to be an Elite Minor for an additional +20 Points to the Unit’s Cost. *Please see the Elite Minor card for stats.*
SPECIAL RULES	**Lance:** The Covenant Player may field 3 Grunt Units combined into a single larger formation known as a Lance. Units combined in this manner must be clearly noted in the player’s Force List. The Units that combine become a single Activation and 5 Victory Points are awarded to the opponent when the last Element within the Lance is Destroyed.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Elite Minor - Overseer Base	UPG	INF	0	20	6/9”	7/10	0	3	4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12”/-	ALL	4	2	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	6”/-	ALL	3	2	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (1):** Re-roll up to 1 failed Melee Attack Dice. **Heroic Save (Leader):** Ignore Damage on a roll of or .
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Jackal Assault - Shock Unit	4	INF	1	120	8/12”	6/8	0	2	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	12”/-	ALL	3	2	1	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	6”/-	ALL	4	1	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Elusive:** All enemy attacks are counted as firing into Cover that is one Level higher. **Heroic Save (Trooper):** Ignore Damage on a roll of .
SPECIAL RULES	**Shield Wall:** Jackal Assault Elements without an Activation Marker improve their Heroic Save (Trooper) Unit Loadout to Heroic Save (Leader) when targeted by attacks that originate entirely from within their Front Arc.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Jackal Marksmen - Scout-Executors Unit	4	INF	2	120	8/12”	7/9	0	1	3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Needle Rifle	12/24”	ALL	4	1	0	**Cooldown:** May only fire once per Game Turn. **Pinpoint (INF):** All Ranged Attacks target a selected Element within Range and Line of Sight, rather than the closest.

UNIT LOADOUTS	**Elusive:** All enemy attacks are counted as firing into Cover that is one Level higher.
SPECIAL RULES	**Instinctive Shot:** Any Ranged Attacks made by this Unit may force the enemy to re-roll any successful Heroic Saves. Enemy units with the Resolute Loadout lose this Loadout when attacked by an Instinctive Shot.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Elite Ultra Unit - Evocati	3	INF	3	180	6/9”	7/9	0	4	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	5	4	2	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Plasma Grenades	6”/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (Leader):** Ignore Damage on a roll of or .
UNIT UPGRADES	**Officer Upgrade:** Up to 1 Element in this Unit may upgrade to be an Elite Ultra Officer for an additional +30 Points to the Unit’s Cost. **Death from Above:** The Elite Ultra Unit may upgrade to have the Orbital Insertion Loadout for an additional +20 Points.
SPECIAL RULES	**Chosen of the Prophets:** When making a Charge Move Action into Melee, this Unit increases its Battle Hardened Loadout by +1. **Combat Specialists:** The Unit may not have Characters attached unless otherwise stated.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Elite Ultra Officer - Evocati Delegatus	UPG	INF	0	30	6/9”	7/8	0	5	5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	6	5	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range. **Suppression (+2):** Add 2 to all enemy Suppression Tests.
Plasma Grenades	6”/-	ALL	4	4	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Battle Hardened (2):** Re-roll up to 2 failed Melee Attack Dice. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (Leader):** Ignore Damage on a roll of or . **Resolute:** Re-roll failed Heroic Save. Second result must be accepted.
UNIT UPGRADES	**Reinforcements:** This Element is fielded as an upgrade only.
SPECIAL RULES	**Chosen of the Prophets:** When making a Charge Move Action into Melee, this Unit increases its Battle Hardened Loadout by +1.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Elite Officer - Warhost Obedientiary	1	CI	2	100	6/9”	6/8	0	6	6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	8	8	7	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	6”/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Attachment (ALL):** This Element may be attached to Any Units in the same Battle Group. **Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Commanding Presence (12”):** Increase all friendly Reaction Fire Tests within 12” by 1. Reduce all friendly Suppression Tests within 6” by 1. **Heroic Save (Leader):** Ignore Damage on a roll of or . **Resolute:** Re-roll failed Heroic Save. Second result must be accepted.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Elite Zealot - Warhost Leader	1	CI	3	125	6/9”	7/9	0	8	8

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Small Arms	10/20”	ALL	7	7	6	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Grenades	6”/-	ALL	5	3	0	**Blast:** Ignore Terrain when determining Firepower Rating. **Cooldown:** May only fire once per Game Turn.

UNIT LOADOUTS	**Attachment (INF):** This Element may be attached to Infantry Units in the same Battle Group. **Battle Hardened (6):** Re-roll up to 6 failed Melee Attack Dice. **Commanding Presence (6”):** Increase all friendly Reaction Fire Tests within 6” by 1. Reduce all friendly Suppression Tests within 6” by 1. **Fearless:** Re-roll failed Suppression Tests. Second result must be accepted. **Heroic Save (Leader):** Ignore Damage on a roll of or . **Resolute:** Re-roll failed Heroic Save. Second result must be accepted.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Scout Ghost - Type 32 Rapid Attack Vehicle	1 - 3	ARM	1	80	12/18”	7/9	3	1	3 - 3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Cannon	10/20”	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Ghosts may be deployed via a Combat Drop Air Support Mission.					
SPECIAL RULES	**Diminutive:** This Vehicle is treated as an Infantry Element when determining Line of Sight only.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Storm Ghost - Type 32 Rapid Attack Vehicle	1 - 3	ARM	2	100	12/18”	6/8	4	2	4 - 4

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Cannon	10/20”	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Aerial Insertion:** Up to 2 Ghosts may be deployed via a Combat Drop Air Support Mission.					
SPECIAL RULES	**Diminutive:** This Vehicle is treated as an Infantry Element when determining Line of Sight only.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Hunters - Mgalekgolo Battle Congregation	2	ARM	2 each	250	6/9”	11/13	0	6	6 - 6

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Assault Cannon	20”/-	ALL	6	6	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Battle Hardened (3):** Re-roll up to 3 failed Melee Attack Dice. **Hijack Resistant:** Cannot be Hijacked!					
SPECIAL RULES	**Hunter Shield:** This Unit increases their Soak Value by +2 when targeted by attacks that originate entirely from within the Front Arc **Spirit Bond:** If this Unit is reduced to HALF is starting strength, increase the remaining Hunter’s *Battle Hardened* Loadout to 6. **Gestalt Creatures:** This Unit may never benefit from a Reinforcement Air Support Mission.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Wraith - Type 26 Assault Gun Carriage	1	ARM	4	250	6/12”	11/13	4	2	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Plasma Mortar	10/40”	FRONT	15	8	2	**Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements. **Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.
Medium Plasma Cannon	10/20”	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Aerial Insertion:** Up to 1 Wraith may be deployed via a Combat Drop Air Support Mission.					
SPECIAL RULES	**Heavy Ordnance:** When the Plasma Mortar attacks directly, rather than indirectly, all Damage rolled by the attack will force Enemy targeted Units to reroll any initial Successes when making Heroic Saves. The Resolute Loadout is also ignored.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Anti-Air Wraith - Type 52 Anti-Aircraft Artillery	1	ARM	4	250	6/12”	11/13	4	2	5 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Fuel Rod Battery	20/40”	FRONT	2	12	12	**Devastating (FLY):** Gain +1 Firepower Rating shooting at Flyer Elements. **Devastating (INF):** Gain +1 Firepower Rating shooting at Infantry Elements. **Indirect Fire:** IDF attacks are resolved at Firepower Rating 2.
Medium Plasma Cannon	10/20”	FRONT	6	4	3	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
UNIT LOADOUTS	**Aerial Insertion:** Up to 1 AA Wraith may be deployed via a Combat Drop Air Support Mission **Scour the Skies:** React on 7/9 against Flyers.					

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
Phantom - Type 52 Troop Carrier	1	ASF	5	250	ASF	-	5	-	6 - 5 - 5

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Plasma Cannon	15"/-	FRONT	6	12	8	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.
Plasma Cannons	15"/-	L & R	8	6	4	**Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

UNIT LOADOUTS	**Dust Off:** Leave the Table immediately after completing certain Air Support Missions.
AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Supply Drop (1VP):** This may be placed anywhere on the Flyer's Flight Path, allowing friendly Units within 6" to gain the *Active Overwatch* Loadout. The Supply Drop must be represented by a suitable Marker or Token. **Ground Attack (2VP):** This may be used to target enemy Units. **Combat Air Patrol (1VP):** This may be used to defend against enemy Air Support Missions. **Reinforcement (2VP):** This may be used to replenish any Unit (excluding Lances) in the Flyer's Battle Group on the Battlefield. Reinforced Elements must be taken from the player's Scrapyard. (Mission limit: 1 per Game). **Combat Drop (1VP):** This may be used to deliver 1 single Unit (excluding Lances) of Build Rating 5 or less into the Battlefield, taken from a player's Reserves. Once deployed this Unit becomes an Activation in its own right.

UNIT NAME	ELEMENTS	TYPE	BR	PTS	MOVE	REACT	SOAK	Melee/Impact	DAMAGE
SERAPH - TYPE 31 EXOATMOSPHERIC STRIKE FIGHTER	1	ASF	3	180	ASF	-	6	-	5 - 4 - 3

WEAPONS	RANGE	ARC	AP	AT	AA	WEAPON LOADOUTS
Heavy Plasma Cannons	20"/-	FRONT	13	9	13	**Devastating (ALL):** Gain +1 Firepower Rating shooting at ALL Elements. **Point Blank:** Gain +1 Firepower Rating shooting at Short Range.

AIR SUPPORT MISSIONS	**This Flyer may execute the following Air Support Missions during a Game:** **Ground Attack (1VP):** This may be used to target enemy Units. **Combat Air Patrol (0VP):** This may be used to defend against enemy Air Support Missions.

STANDARD ORDERS

MARK YOUR TARGET!

Once this Order has been issued the Covenant player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made.

TAKE COVER!

Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured Vehicles improve a Unit's Soak statistic by 1. This Order must be issued prior to an enemy's Firing Action taking place.

STAY SHARP!

Once this Order has been issued the player may add 1 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made.

UNIQUE ABILITY

DEATH TO THE HERETICS!

A Covenant Sanghelli Warhost Leader is a truly inspiring Force Commander, able to bend his warriors to his will.

Once per Game Turn, a Warhost Leader may exert his presence on ONE friendly Unit in a Covenant Force, spurring them to fanatically charge the enemy, and so engage them in deadly Melee.

As a result the Unit may increase its Charge Movement by +D6".

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ORIGINAL SPARTAN GAMES BATTLE GROUPS

Spartan Games released 2 Covenant Battle Groups - Hunting Host Infantry & Siege Host.
See the Required & Optional Units for each Battle Group below, and a template for building your Force on the next page.
Read more on Battle Groups on pg. 33 in the rulebook.

COVENANT HUNTING HOST INFANTRY BATTLE GROUP

REQUIRED UNITS

Requisite Character Infantry Unit: 1x Elite Zealot Unit

Requisite Infantry Units: 3x Grunt Units

Note - Lance: *3 Grunt Units may be combined into a single larger formation known as a Lance. See the Grunt Unit Statistics for details.*

OPTIONAL INFANTRY UNITS

- Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Infantry Units**.
- A maximum of ONE *Optional* Character Infantry or Heroic Character may be taken in the Battle Group chosen from the following:

Elite Officer, Heroic Character

OPTIONAL ARMOURED UNITS

- Once a player has taken their Requisite Infantry Units, they may then spend 0-8 Build Rating Points on *Optional* **Armoured Units**.

OPTIONAL FLYER UNITS

- Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.**

COVENANT SIEGE HOST ARMOURED BATTLE GROUP

REQUIRED UNITS

Requisite Command Unit: 1x Artillery Wraith

Requisite Armoured Unit: 1x AA Wraith

Requisite Armoured Unit: 1x Scout Ghost

Special Rule: *The Artillery Wraith acts as a Battle Group's Commander and gains the COMMANDING PRESENCE (8") Loudout for free.*

OPTIONAL INFANTRY UNITS

- Once a player has taken their Requisite Armoured Units, they may then spend 0-4 Build Rating Points on *Optional* **Infantry Units**.
- Unless otherwise stated, no Character Infantry may be chosen in an Armoured Battle Group.

OPTIONAL ARMOURED UNITS

- Once a player has taken their Requisite Armoured Units, they may then spend 0-10 Build Rating Points on *Optional* **Armoured Units**.

OPTIONAL FLYER UNITS

- Once a player has taken their Requisite Armoured Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.**

USE THE BATTLE GROUP TEMPLATES BELOW TO BUILD YOUR FORCE

NOTES

- Copy/Paste the tables below into a new Google Docs document and fill out appropriately.
- A force can have multiples of a specific Battle Group, as long as the Player doesn't exceed the agreed upon Maximum Force Value (rulebook pg. 44).
- Spartan Games never released a Heroic Character, so that unit type will not be written into these Battle Group templates.

COMMANDER — PTS

WARHOST LEADER	50

COVENANT HUNTING HOST INFANTRY BATTLE GROUP — BR — PTS

REQUIRED UNITS	**UNIT NAME**	ZEALOT	GRUNT	GRUNT	GRUNT		
	OPTIONAL UPGRADES	None Available					
	TOTAL BR & POINT COST OF UNIT	3BR / 125PTS	1BR / -	1BR / -	1BR / -		
			Are the 3 Requisite Grunts being run as a Lance? Yes / No				
OPTIONAL INF UNITS Max - 6BR. Max 1 Optional Character Infantry may be taken from the following: Elite Officer.	**UNIT NAME**						
	OPTIONAL UPGRADES					Max 6BR ⇩	
	TOTAL BR & POINT COST OF UNIT						
OPTIONAL ARM UNITS Max - 8BR	**UNIT NAME**						
	OPTIONAL UPGRADES					Max 8BR ⇩	
	TOTAL BR & POINT COST OF UNIT						
OPTIONAL FLY UNITS Max - 6BR	**UNIT NAME**						
	OPTIONAL UPGRADES					Max 6BR ⇩	
	TOTAL BR & POINT COST OF UNIT						

TOTAL POINTS OF THIS BATTLE GROUP —

COVENANT SIEGE HOST ARMOURED BATTLE GROUP — BR — PTS

REQUIRED UNITS	**UNIT NAME**	ARTILLERY WRAITH	AA WRAITH	SCOUT GHOST			
	OPTIONAL UPGRADES	None Available	None Available	None Available			
	TOTAL BR & POINT COST OF UNIT	4BR / 250PTS	4BR / 250PTS	1BR / 80PTS			
		Special Rule: The Artillery Wraith acts as a Battle Group's Commander and gains the COMMANDING PRESENCE (8") Loudout for free.					
OPTIONAL INF UNITS Max - 4BR. Unless otherwise stated, no Character Infantry may be chosen in an Armoured Battle Group.	**UNIT NAME**						
	OPTIONAL UPGRADES					Max 4BR ⇩	
	TOTAL BR & POINT COST OF UNIT						
OPTIONAL ARM UNITS Max - 10BR	**UNIT NAME**						
	OPTIONAL UPGRADES					Max 10BR ⇩	
	TOTAL BR & POINT COST OF UNIT						
OPTIONAL FLY UNITS Max - 6BR	**UNIT NAME**						
	OPTIONAL UPGRADES					Max 6BR ⇩	
	TOTAL BR & POINT COST OF UNIT						

TOTAL POINTS OF THIS BATTLE GROUP —

TOTAL FORCE POINTS